

2/21/13

Grapevine Parks and Recreation Kickball League Rules

THE FIELD:

The kickball diamond is a square with equal sides of 65 feet.

The strike zone extends to one foot on either side of home plate, and one foot high.

TEAMS:

Teams shall consist of a maximum of 10 players on the field and a minimum of eight players, with no more than six guys on the field at any time. If a team does not have enough females, they must play short and will get an automatic out when that position is reached in the batting order. If you play with fewer than 10 players but have at least 4 women you do not have to take an automatic out. One of the players must be catcher.

All players kick but no more than two males can kick in a row. Females, can re-kick if necessary. (For example, a team has 9 guys and 4 girls. One girl would be designated in the line-up to kick twice to ensure proper ratios).

The kicking order cannot change but you can change the fielders as long as no more than six males are on the field.

The kicking order must be provided to the umpire before the start of the game.

REGULATION GAMES:

No new innings will begin after 55 minutes have elapsed.

Unlike baseball, there are no extra innings; the game can end in a tie.

Any team that is not ready at game time automatically loses their first at-bat. If the clock reaches 49 minutes after that and the team still does not have enough players then the game will be declared a forfeit.

If a team leads by 15 runs or more after five innings, the game will be declared over.

PITCHING/CATCHING:

No bouncing of the ball to the kicker higher than one foot (as measured from the bottom of the ball). If the ball is bouncing higher than one foot off the ground before it reaches the plate, then it is a ball; however, the kicker does have the option of kicking it if he/she wishes.

A pitched ball must either roll or bounce at least twice before reaching the plate to be considered a strike.

If the pitch touches the line around the plate (and meets the conditions above), it is a strike.

The pitcher must stay within three feet of either side of the mound until the ball is kicked. If the pitcher crosses outside of the pitching area, a ball will be called. The kicker does have the option of kicking it if he/she so chooses.

No player may advance forward the 1st-3rd base diagonal until the ball is kicked, however anyone can field a bunt.

If a pitcher or fielder makes a play on the ball by illegally advancing beyond the 1st-3rd base diagonal, the runner will be declared safe.

The catcher must be positioned at least five feet behind the kicker and the plate until the ball is kicked. The catcher cannot interfere with the kicker.

The count begins at 1 ball, 1 strike.

Pitching must be underhand only.

KICKING / FIELDING:

All kicks must be made by foot.

The plant foot must be on or behind the line in front of home plate. If the line is crossed and the ball is put in play on the ground, it is a foul ball. If kicked in the air, the fielding team can still make the out before the foul is called.

Males must kick the ball past the 1st-3rd base line. Any kick that does not reach the respective line will be considered a foul once it comes to a complete stop. If the ball is fielded before it reaches this line, it is in play and considered fair.

Kickers may not stop the ball with their foot and then kick it.

If a fly ball is fielded near the foul line, the ball is declared fair or foul depending on where the ball is touched, not where the fielders feet are.

When a ball is fielded by the defense, they may not “kick” it – it must be thrown to its intended destination. A kicked ball by the defense will result in either (1) all runners being called safe with each runner given a one base award or (2) no penalty if the runners advance farther than the one base award.

RUNNERS:

Runners must stay within the base line.

Fielders must stay out of the base line unless they are attempting to tag the runner or catch the kicked ball.

Fielders trying to make an out on base may have their foot on base, but must lean out of the baseline.

If a fielder attempts to physically obstruct a runner from advancing, the runner may advance as many bases as they would have potentially earned had they been able to run unobstructed. This is a judgment call by the official.

There will be an extra first base (aka safety base) placed next to first base for the runner. The fielder must tag the regular base to record the out and may not interfere in any way with the runner's basepath. A fielder tagging the safety base only is not an out.

It is the responsibility of the runner to avoid a collision. Please save yourself and your opponents from injury by paying attention. Ties go to the runner...there's no need to take out the baseman.

Neither leading off base, nor stealing a base is allowed.

A runner leading off base before the ball is kicked is out.

Hitting a runner with the ball above shoulder level is not allowed and the runner is safe, except for the following situations:

- If the runner intentionally uses the head to block the ball (runner is out).
- If the runner is ducking, diving, or sliding (i.e. attempting to dodge the ball) and is hit in the head because of this (runner is out).
- If the runner intentionally hits or kicks the ball out of bounds after being tagged out, the ball is dead and all runners must return to their original bases.

All ties will go to the runner.

On an overthrow, all players may continue to advance provided the ball is still in play. The ball is dead if it touches players, equipment, or goes of bounds.

When two runners are on the same base at the same time, the fielder has the choice of tagging either runner with the ball. The runner who is tagged is out and the other runner is safe and may stay on the base.

FOUL BALL RULE:

Once a kicker has two strikes, the kicker has one courtesy foul. The second foul after two strikes is an out.

OUTS:

A count of three outs by a team completes the team's half of the inning. An out can be recorded by throwing the ball to the base or hitting the runner below the shoulders.

Hitting the base with the ball does not count as an out. The fielder must hit the runner with the ball or maintain control of the ball on the base on a forced run.

UMPIRE'S CALLING TIME:

When the ball is in the infield and no runners are between the bases, time will be called by the umpire, which signals "time out" in which no runners can advance.

OTHER RULES:

If a rule is not otherwise stated here standard softball rules hold.

There is no Infield Fly Rule, unless the fielder intentionally drops the ball in an attempt to turn a double play.

Conclusion:

Normal ASA rules will apply if not noted above.

The City of Grapevine has the right to amend or change any rules if necessary.

Unsportsmanlike Conduct will not be tolerated. Any acts of this can be subjected to a suspension.